



THE MASTERS COLLECTION™



*Attack, submerge or stalk.
It's your call.*

These days, we're working on a line of games so sophisticated, they really deserve a category all their own. We call it the Masters Collection.

The first in the series is *Sub Battle Simulator*. The most realistic, all-encompassing simulation ever created for the personal computer.

You'll command one of six types of American subs or German Kriegsmarine U-Boats, during any year from



*You'll have 5 aerial maps
covering 196,000 nautical miles.*

1939 to 1945. In either ocean. You'll perform one of over 60 missions, each

based on actual historic scenarios ranging from seek and kill to rendezvous and life-guarding.

Or you'll engage
in the most difficult
objective of all:
To make it through
the entire war.

Each vessel is completely unique and painstakingly authentic, so you'll have a lot to learn before you sub-

TAKE ONE FOR A TEST DIVE. We'll be glad to send you a preview disk to take out for a spin. Just send us a check or money order for \$1.50 (or \$275 for the Macintosh, Apple IIGS and Atari ST versions), tell us your computer type, your name and address, and be sure to include the Part Number on the back of this catalog. Canadian orders add 50c. Send your request to Sub Battle Preview, P.O. Box 8020, Redwood City, CA 94063. Expires 8/30/87.

merge: Navigation.
Weather. Radar.
And the contents
of the target book,
for starters.

Your arsenal will include anti-aircraft guns. Torpedoes. Mines. And 40mm Bofors deck guns so powerful, they could easily take out a 150-ton freighter.

Plus, you'll have sonar, a 360° periscope and maps covering nearly 200,000 square miles.

But even all that
may not be enough.

Because on top of the risk of bumping a depth charge or



Your best view will most likely come through the ears of your ship: Sonar and radar.

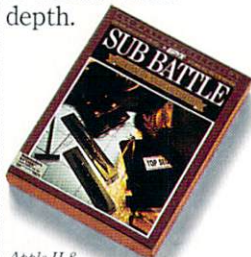
facing a killer
Destroyer, you'll
still have to contend

with the machine-gun fire of enemy aircraft.

Needless to say, there have been other simulations. Even other sub simulations. But *none* have had

the degree of authenticity, gut-wrenching action or historical accuracy of this one.

It is a challenge
of unbelievable
depth.



Apple II &
compatibles, Atari ST, C64/128,
IBM & compatibles, Macintosh.
Coming for the Apple IIGS.



EPYX

600 Galveston Drive,
P.O. Box 8020,
Redwood City, CA 94063

SMALL PRINT, BUT BIG DETAILS. Here are all the promotional details. Include the Part Number above on your prepaid disk order. Please allow 6 to 8 weeks delivery on all offers. Offers valid only in the continental U.S. and Canada. No purchase is necessary to enter any mentioned Sweepstakes. To enter see specially marked boxes at participating retailers, or send a self-addressed, stamped envelope to Epyx Promotions at the address above. Complete rules and regulations on entry forms. Offer void where prohibited. Not responsible for late, lost or misdirected mail.

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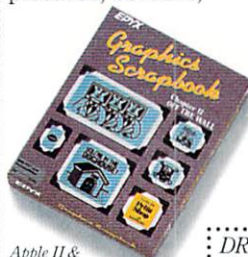
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Part Number E0001-80-A

GRAPHICS

There are two things almost everyone has in common. An active imagination. And a tough time putting it on paper.

But now we bring you our *Graphics Scrapbook™* Series. A huge collection of pictures, borders,



Apple II & compatibles, C64/128, IBM & compatibles.

fonts and full-panel graphics that enable you to bring your creative inspirations to life.

Even if you haven't the sketchiest notion of how to draw.

Each disk has over a hundred images you can use with either The Print Shop™, PrintMaster™ or Create a Calendar.

In our *School Scrapbook*, for example, teachers and



students will find everything from cheerleading to finals. In the *Sports Scrapbook*, every sport, mascot

and trophy you'd ever want to score. In the *Off the Wall Scrapbook*, well, just expect the unexpected.

And plenty more Scrapbooks are on the way.

Now, if indeed



fonts for just about every occasion. Or use your own pictures from the *Graphics Scrapbooks* or similar, Print Shop compatible graphics disks.

What's more, it lets you put in multiple lines of text on every date.

A feature mysteriously absent from many of the

other calendar makers.

Create a Calendar makes it easy

to keep track of everything you're supposed to do. And everything you've done.

So this year, make your own calendar.

There couldn't be a nicer way to pass the time.

DRAW YOUR OWN CONCLUSION.

To order a preview disk, send your name, address, phone number, computer type and a check or money order for \$1.50 to Create a Calendar/Graphics Scrapbook Preview, P.O. Box 8020, Redwood City, CA 94063. Be sure to include the Part Number on the back of this catalog. Canadian orders add 50¢ postage. Expires 8/30/87.

you're like most people, there's a good chance we've got something else you'll really enjoy.

Namely, great looking dates.

Which brings us to *Create a Calendar*.

A simple, powerful tool that lets you design your very own daily, weekly, monthly or yearly calendars.

It comes with graphics, borders and



Apple II & compatibles, C64/128, IBM & compatibles.

YET ANOTHER BRAINSTORM FROM EPYX.



We'd like to take this opportunity to give you a piece of our minds.

As a matter of fact, inside this brochure is a rather sizable chunk of our imaginations. Not to mention some of the best thinking ever to come from any programmers anywhere.

Programs like Sub Battle Simulator.™ No

less than the most realistic war simulation ever created.

Our Street Sports™ Series. Where your challenge will be to beat the battle of the block.

Or Create a Calendar. A stunning way to keep dates.

And if you haven't got the picture by now, there are about three hundred of them you

can borrow in our new Graphics Scrapbook™ Series.

All in all, we think it's some pretty blow away stuff.

Of course, some of you might already be wondering what's in store for our next catalog.

Who knows?

At this point, everything's still up in the air.

THE 500XJ™



Its hand-held grip makes the 500XJ a joy to behold.

Introducing the world's first high performance joystick.

Gentlemen, start your fingers.

It scores significantly higher, faster and easier than any joystick ever made. Because it comes with more features than any joystick ever made.

Including a grip that fits right in the palm of your hand. Trigger finger firing. Shaft switches that allow you to not only *feel*, but hear each move of the stick.

And a five-year, ten million shot warranty. Which makes the simple promise that no matter how many times you use the 500XJ, there's only

one thing you're ever going to break:

Your previous high scores.



Now available for Apple II & compatibles, IBM & compatibles and the Nintendo Entertainment Systems. Also, Amiga, all Atari computers including the ST, 2600 and 7800, Commodore 64/128, Sears™ Arcade Games, VIC 20®

DESTROYER™

The time: 1400 hours. Somewhere in the Pacific. Some ill-fated coordinates in WWII.



Damage Control reports a hit on the starboard side. Send in Alpha and Charlie to repair.

You're at the helm, commanding the greatest concentration of firepower ever put in a lightweight fighter: The deadly Fletcher Class Destroyer.

You've embarked on the first simulation that actually combines the large-scale strategy of wargaming with the intensity of furious, eyeball-to-eyeball action. This time around, you're right in the middle of it all.

Rescuing pilots. Shelling Islands. Escorting convoys. Even hunting an occasional sub.

You've got 13 fully-operational, ear-bursting battle stations to worry about. Plus radar. Navigation. Sonar.

And half the Japanese fleet crawling up your spine.

WIN A BEAUTIFUL MODEL.
Win an entire assault fleet from Revell. Or a replica scrambled eggs flight deck cap. Sweepstakes details and the official rules are in every box, or write to us at the address on the back. Sweepstakes end 6/15/87.

Time to make some tactical decisions.

Will it be the twin 40mm Bofors anti-aircraft guns? Or the 5" lead-spewers aft. Depth charges or torpedoes? Autopilot or guts?

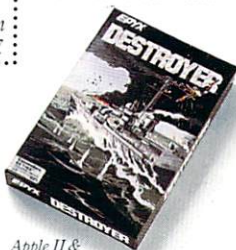
Any choice could be your last, so make it good.

Suddenly, you hear the ominous



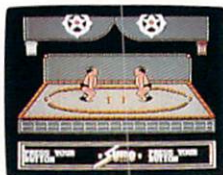
Radar spots inbound zeroes. Ready forward gunnery. Man the anti-aircraft turrets. They're coming.

rumble of incoming zeroes. On instinct, you instruct the bridge to commence evasive maneuvers. Even though, by experience, you know there's nowhere to run.



Apple II & compatibles, C64/128, IBM & compatibles.

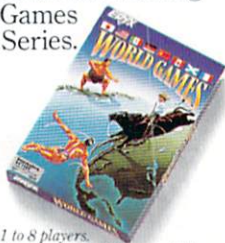
THE GAMES™ SERIES



Sumo Wrestling

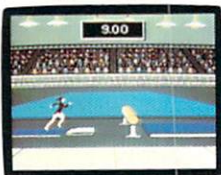
The following programs are brought to you by an incredible series of events. Over 30 of them, to be specific.

They're the events of our best-selling Games Series.



1 to 8 players.
Amiga, Apple II & compatibles,
Atari ST, C64/128, IBM & compatibles.
Coming for the Apple IIGS.

We'll start our brief tour with *World Games™*. You play the part of a big-time international athlete competing in eight



Gymnastics

events around the world. Everything from Sumo wrestling to cliff diving. Bull riding to weight-

lifting. Even skiing the giant slalom.



1 to 8 players.
Apple II & compatibles, Atari
C64/128.

Then there's our enormously popular *Summer Games®* and its sequel, *Summer Games II™*. Here you'll have a chance to break records in all the famous events.



Fencing

Like track, swimming, diving, gymnastics and skeet shooting, to name a few.

In *Summer Games II*, you'll go for the gold in rowing, cycling, equestrian, fencing, the high



1 to 8 players.
Apple II & compatibles,
C64/128, IBM & compatibles.



The Bobsled

jump, the triple jump, kayaking, and more.

Finally, there's the icy challenge of *Winter Games™*. Wait'll you careen the tube in a bobsled. Defy gravity in the ski jump. Or choreograph an entire figure skating routine. There are even hot dog aerials, and the ultimate test: The Biathlon.



1 to 8 players.
Amiga, Apple II & compatibles,
Atari ST, C64/128, IBM & compatibles,
Macintosh.

And coming next summer, our newest Games program. (Get ready to hit the beach.)

Staying on top of all these world events is bound to be a test of global proportions.

The question is, are you ready to go the distance?

STREET SPORTS™

The pros may be the best, but the players you'll be up



Sometimes it's best to take a pass.

against here are definitely the baddest. This is life on the street. Tough. Unforgiving. And the winner takes it all.

Take the first in our Street Sports Series, *Basketball*, for example.

To be Numero Uno on your block, you'll have to shoot hoops in dingy alleys. Playgrounds. Parking lots. Occasionally, even the suburbs.

(Have fun dribbling on the lawn.)

You'll pick your three-person team from the 10 toughest players in the neighborhood. There's hot shooters and slow dribblers. Team players and show-offs. There's guys who can shoot the eye out of a needle at 20 feet. And guys who couldn't sink one if they

BE THE FIRST ON YOUR BLOCK.

Inside every specially marked box you'll find a Street Sports Sweepstakes rub-off card. With a little luck you could be an instant winner. First prize: A pair of the top-selling sports shoes. Second prize: A sizzling Street Sports poster. For details, write us at the address on the back.

were sitting on the backboard.

Pass on the run. Get that big man on the inside. Let Joey pop 'em from the corners. This is real street strategy.

Take a hook shot. A tip-in. Bounce the ball off the chain-link fence, then go

for the basket. Or power through a slam dunk. But don't dribble in the oil slick. And for heavens sake, watch out for windows.

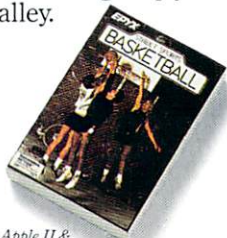


Jump for joy.

Soon, you'll be able to tackle *Street Sports Baseball* and *Football*, the next two in the series.

It won't be easy.

But it's right up your alley.



Apple II & compatibles, C64/128, IBM & compatibles.

CHAMPIONSHIP WRESTLING™



These animals use every trick known to man. And a few that aren't.

It's the Sultans of Slam. The Gurus of Gashes. The meanest, nastiest rowdies to ever hit the canvas.

Ladies and not-so-gentlemen, we proudly present the stars of *Championship Wrestling*.

The first computer program in history that prom-

ises to beat you on a nightly basis.

That is, at least until you learn how to fight back.

There are eight of these animals in all. Each with their own disgusting personalities and distinctive way of busting heads. From

WE'LL SEND YOU FLYING. On an all-expense paid trip for two to a major National Wrestling Alliance bout. Runner-up prizes include our infamous Championship Wrestling towels. For all the details and rules, see the specially marked boxes or write us at the address on the back. Sweepstakes end 6/15/87.

K.C. Colossus, whose *trash compactor* move turns victims into waste matter. To Prince Vicious, who gets a crush on every opponent. Literally.

Use leg drops, spin kicks, body slams, rope bouncing, a flying drop kick, a suplex, an airplane spin, even

the infamous atomic drop to mangle these animals.



Reach out and punch someone.

Of course, you'll have to use your head to win. And a few other key body parts as well. But with any luck, and a few lumps, one day the Championship Wrestling Belt will be yours.



One to eight players. Apple II & compatibles, Atari ST, C64/128.